

CLAIMS

What is claimed is:

- 1 1. A method for facilitating server-initiated communications between one or more
2 application servers and one or more application clients using HTTP protocol comprising
3 the steps of:
4 providing a communication server for one or more server-side applications in an HTTP
5 based application server;
6 wherein the communication server receives notification message data from one or more
7 of the server-side applications, wherein the notification message data received by
8 the communication server is intended for one or more clients of the applications,
9 and wherein the notification message data includes application message data;
10 providing a communication client for one or more of the clients of applications in an
11 HTTP based application client, wherein the communication client generates
12 polling requests to the communications server;
13 in response to the polling requests from the communication client, sending any
14 application message data to the communication client that is intended for any
15 clients of applications in the HTTP based application client; and
16 upon receiving application message data, distributing the received application message
17 data to the clients of applications.
- 1 2. The method of claim 1, wherein the communication client parses the received
2 application message data and distributes parsed data messages to the intended clients of
3 the applications, which may cause the clients of applications to fetch information from
4 corresponding servers of the application.

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8 a second client in the application client for sending an HTTP polling request to the
9 second server, receiving the first message from the second server, and distributing
10 the first message to the first client.

1 11. The client/server communication framework of claim 10, wherein the first server
2 is a server for an application, the second server is a communication server, the first client
3 is a client for the application, and the second client is a communication client.

1 12. The client/server communication framework of claim 10, further comprising a
2 memory location for storing messages received by the second server.

1 13. The client/server communication framework of claim 12, wherein the messages
2 are stored in a hashtable.

1 14. The client/server communication framework of claim 10, wherein the first
2 message includes information identifying the first client and the application.

1 15. The client/server communication framework of claim 10, further comprising:
2 a third server for providing information to one or more clients using HTTP protocol,
3 wherein the second server is coupled to the third server for receiving a second
4 message from the third server, wherein the second message is intended to be sent
5 to a third client using HTTP protocol; and
6 wherein the second message is sent to the third client in response to the same or
7 consecutive polling requests by the second client.

1 21. The method of claim 20, wherein the buffer is provided by a hashtable.

1 22. The method of claim 19, wherein the first server is an application under a web
2 server, and wherein the one or more clients are web clients.

1 23. The method of claim 19, wherein the communications between the servers and
2 clients uses HTTP protocol.

1 24. The method of claim 19, wherein the first client fetches data from the first server
2 in response to the message.

1 25. The method of claim 19, wherein the first client consumes the message directly.

1 26. The method of claim 19, further comprising the steps of:
2 providing a third server for communicating with one or more clients;
3 wherein the second server also receives a second message from the third server, wherein
4 the second message includes information intended for a third client;
5 upon receiving a polling request from the second client, sending the information intended
6 for the third client to the second client; and
7 distributing the message from the second client to the third client.